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BATTLE KID

Fortress of Peril

Manual of operation

Sivak GAMES

A FEW WORDS FROM THE DEVELOPER

Greetings, NES enthusiast!

Welcome to the fourth, and largest, game I have done to date. This project started in October of 2008 and after a lengthy couple of months, I'm happy to bring you this new game for the NES.

Inspired from the indie game I Wanna Be the Guy, as well as several other platformers, I bring you what is now known as "Battle Kid: Fortress of Peril".

It was my first attempt at programming a platform game, but proved to be an interesting and fun learning experience. I can only hope to make more games after this and build upon what I have learned.

Thanks for your purchase of this cart and enjoy the game.

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THE STORY

At DischCorp, workplace of Dr. Tina Byers, she had been working in her lab and was monitoring an unusually strange increase of activity on an island which houses an ancient fortress known as Il'Akab. This fortress was had been abandoned a long time ago, though the wizards who built and dwelled there were infamous for designing it to be deadly to those who would dare intrude.

After a bit of effort, she was able to intercept a transmission from the island that spoke of a Supermech being built by a group of unknowns. This terrible weapon would spell certain chaos if used to its full potential. However, the transmission stated that it is still being constructed.

Timmy, a young friend of the doctor, heard the commotion. Dr. Byers informs Timmy of the threat and shows him a special combat suit prototype she had made a while ago. The suit is lightweight, but has great combat potential for those skilled enough to use it.

With this suit, Timmy boards a transport ship and heads to the outskirts of the island. It is up to him to infiltrate the fortress and stop the Supermech from ever seeing the light of day. Does he have what it takes to overcome the perils that lie ahead?

PLAYING THE GAME

You must traverse from area to area avoiding enemies and obstacles. If you are hit once, you will be killed and have the option to continue or start the game over. The game over screen will show you either a password or the amount of continues you have remaining.

Controls during gameplay

Right/Left:	Moves in that direction.
Up:	Hold while falling after obtaining the Feather Fall enhancement to fall slower. Also used to interact with background objects such as continue points or the terminal.
Start:	Pauses the game
A:	Jump
B:	Fire

** Down and Select are unused during gameplay*

USEFUL OBJECTS ENCOUNTERED

Not every room has enemies or traps. You may find these objects in various rooms throughout the game to aid your progress.

Terminal: Shortly after landing, you will find a room with a computer terminal. You can use this to obtain some hints on what to do next if you are stuck.

Nonagram symbols: Along the way, you will encounter these 9-pointed stars, which act as continue points. Simply stand in the starry area below them and press up. This will allow you to continue at this point.

Teleporters: A few rooms will have these teleporters in them. Simply walk in front of the portal and press up. Any teleporter room you previously explored may be teleported to. The teleporters are numbered.

Keys: The key pickups grant you the ability to shoot and destroy a number block that corresponds to the key number.

ENHANCEMENT CARDS

Throughout the game, you will encounter several flashing cards that will enhance the capabilities of your suit. These are:

Coordinate Display: Shows your X,Y position on the top right

High Jump: Increases jump height.

Feather Fall: Allows you to fall much slower while in use.

Infinite O2: Allows breathing underwater.

Double Jump: Lets you jump while in the air.

Damage Amp: Doubles attack power. You start with this item on the easiest difficulty.

ENEMIES

Kelpie: These creatures wander around back and forth aimlessly.

Bouncy Ball: These spheres will bounce either horizontally or vertically on walls endlessly. They move at variable speeds.

Lethal Lemon: These perilous fruits lie in wait for intruders. Anyone passing under them will trigger the lemons to fall down at them. Due to forces unknown, they cannot be shot.

Lifestealin' Lime: Like the lemons, these fruits lie in wait for intruders. They will rise up at anyone directly above them. Like lemons, they cannot be shot.

Eye Guy: These creatures will stay in place with their eye closed. During this time, they are invulnerable. They will briefly open their eye to fire a shot out and will then be vulnerable.

Eye Fly: These creatures fly in place and will periodically fire three shots in the direction of the player.

ENEMIES (CON'T)

Sniper Snail: These creatures will walk slowly. They also will not walk off edges. Intruders entering their line of sight will have 3 bullets fired at them.

Razor Drone: These machines will move continuously around the perimeter of whatever they are attached to. They are invincible.

Shotgun Drone: These robots will move back and forth horizontally and periodically fire a bullet vertically in the direction of intruders.

Stalker Drone: These robots tend to spawn from various sources. They will slowly follow intruders around and can transcend walls.

Immortal Jelly: These creatures will slowly move on a surface back and forth. They will not walk off edges. After losing their health, they will briefly melt into a harmless state, but will rise again with reduced health.

Homing Drone: These robots will stay in place until approached closely from above or below, after which they will activate and move vertically to where the target is and then very quickly fly horizontally at it.

ENEMIES (CON'T)

Killer Clam: These clams stay in place and are invulnerable when closed. When they open, they release 3 pearls that move in an arc spread and they become vulnerable.

Cyclops Squid: These squids move back and forth, pausing briefly in-between movements.

Orbit Drone: These robots will move in a continuous, circular pattern. They can move clockwise or counter-clockwise. They are invincible.

Colormancers: These wizards will walk around for a while and will stop to attack. They come in three different colors, each having a different attack.

-The pink ones will throw a wavy ball
-The purple ones will shoot a fast, straight arc
-The green ones will make a star that drops from directly above

Frog: These frogs will jump a short height and attempt to follow the player. They normally are found coming out of holes in the walls.

ENEMIES (CON'T)

Zig-zag Zander: These fish tend to come out of holes and move in an arc pattern.

Fugu Sentry: These fish will move about vertically and stop to fire 4 shots. The shots spread outwards as they move.

Starfish Stalker: These starfish tend to come out of holes and chase the player, moving in short bursts.

Spiked Crusher: These traps stay in place until intruders come into their line of sight, after which they will move towards you quickly. They are invincible.

Gem Bomb: These devices stay in place until shot enough, after which they explode and 2 gem bits fly out from the wreckage at the player.

Gilliath: These large fish will move back and forth very slowly, generally getting in the way. They are very strong.

BOSSES

Lotus Guardian: This overgrown flower protects the entrance to the Fortress. It can attack by shooting thorns at Timmy as well as making a quick, deadly vine rise up from under him.

Owlbot: An old machine that has seen disuse, it simply stands in place and fires rings from its eyes as well as spawning mini, mechanical birds from the hatches on its chest.

Cleo, the master colormancer: A resident of the fortress, she can use the same kinds of attacks as the lesser colormancers, as well as some others. She can also change the attack at will.

Nagaconda: This serpent dwells in the upper levels of the waterfall temple. Its bony jaw can protect it from damage. It can breathe a deadly bubble as well as fire shots from its eyes.

BOSSES (CON'T)

Seahorse Turret: These machines will sit in place and they can aim shots at intruders with high precision.

Amethyst Angel: An ancient dweller in the amethyst caverns, she has limited teleporting abilities and attacks intruders with magic gemstone projectiles.

Zedd: This wizard was enlisted by the mysterious group and defends the inner sanctum of the fortress. He can teleport and uses magical projectiles to attack. He can also freeze time temporarily.

The Supermech: The ultimate weapon the mysterious group is building. Timmy's goal is to destroy this machine. No other information provided.

CARTRIDGE INFORMATION

This cartridge includes the Ciclone multi region lock out chip. If your system is blinking but shows video try pressing the reset button. This will tell the Ciclone to try the next region. When the correct region is found it will be saved so this process should only be needed once. If you have hit reset 8 times and it is still blinking your 72 pin connector inside the NES may need to be cleaned or replaced. Blowing on the cart will add condensation that will damage the cart.

MEMO

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Cartridge production by: RetroZone
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